In the Claims:

Please cancel claims 5-8, replace claim 4, and add new claims 9-17, all as shown below.

1 – 3. (Canceled)

4. (Currently Amended): A method for debugging in more than one programming language with a multi-language debugger, comprising:

debugging a source code file which contains multiple nested languages;

~~providing an interface with a debugging frame for each language; and~~

~~allowing a user to edit each language in a debugging frame;~~

~~providing the capability to~~ interpreting multiple nested languages within a single source file and ~~allow~~ displaying each of the multiple nested languages ~~to be displayed~~ in a debugging frame;

editing each language in a debugging frame; and

~~providing the ability to support additional languages; and~~

wherein the multi-language debugger uses a standardize interface for a script engine and all communications with the script engine will be through ~~Java Debugging Interface~~ calls to a script debug controller.

5 - 8. (Canceled)

9. (New): The method of claim 4, wherein the multi-language debugger is extensible and a user can add language definitions to support additional languages.

10. (New): The method of claim 4, wherein if more than one language appears on a stack, a user can see a debuggable frame for each language and the user can inspect variables for each language.

11. (New): The method of claim 4, wherein a proxy is used between executing code being debugged and a debugger.

12. (New): The method of claim 4, wherein a script engine interface can be used by a debugger to communicate metadata to a proxy.

13. (New): The method of claim 4, wherein a debugger interacts with a runtime messaging environment.

14. (New): The method of claim 4, wherein debugging is performed on a server side of a runtime messaging environment.

15. (New): The method of claim 4, wherein a runtime messaging environment interprets language interactions and performs debugging.

16. (New): The method of claim 4, wherein a script engine has a static constructor load a script debug controller.

17. (New): The method of claim 16, wherein the script debug controller receives information from the script engine, comprising:

a) language extensions for each language;

b) classes that implement the script engine;

c) information on optional capabilities for each language; and

d) language name.